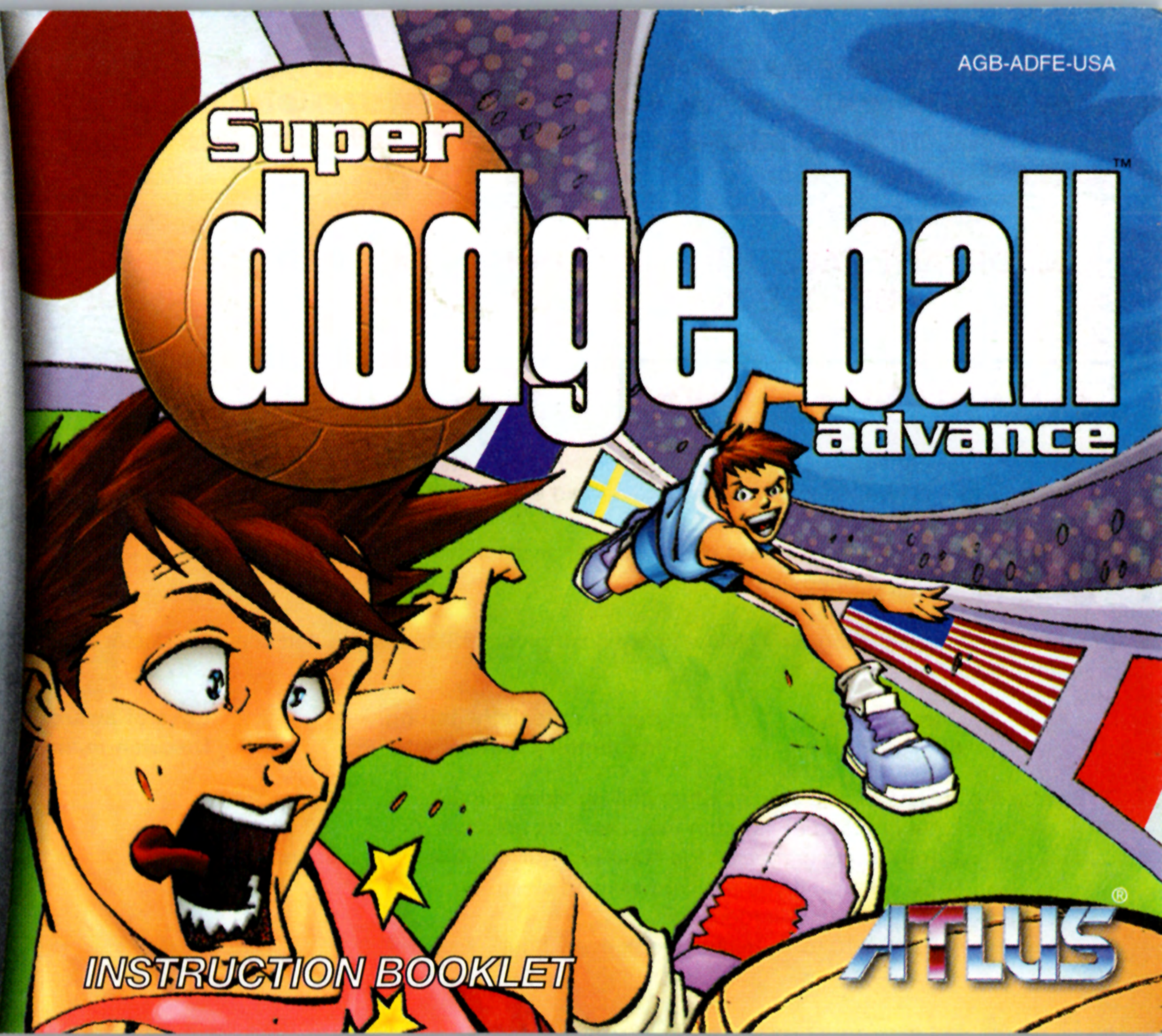
GAME BOY ADVANCE

AGB-ADFE-USA

Super dodge ball advance™



INSTRUCTION BOOKLET

ATLUS®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

For more information on this product's rating, call 1-800-771-3772 or visit http://www.esrb.org

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY

Nintendo®

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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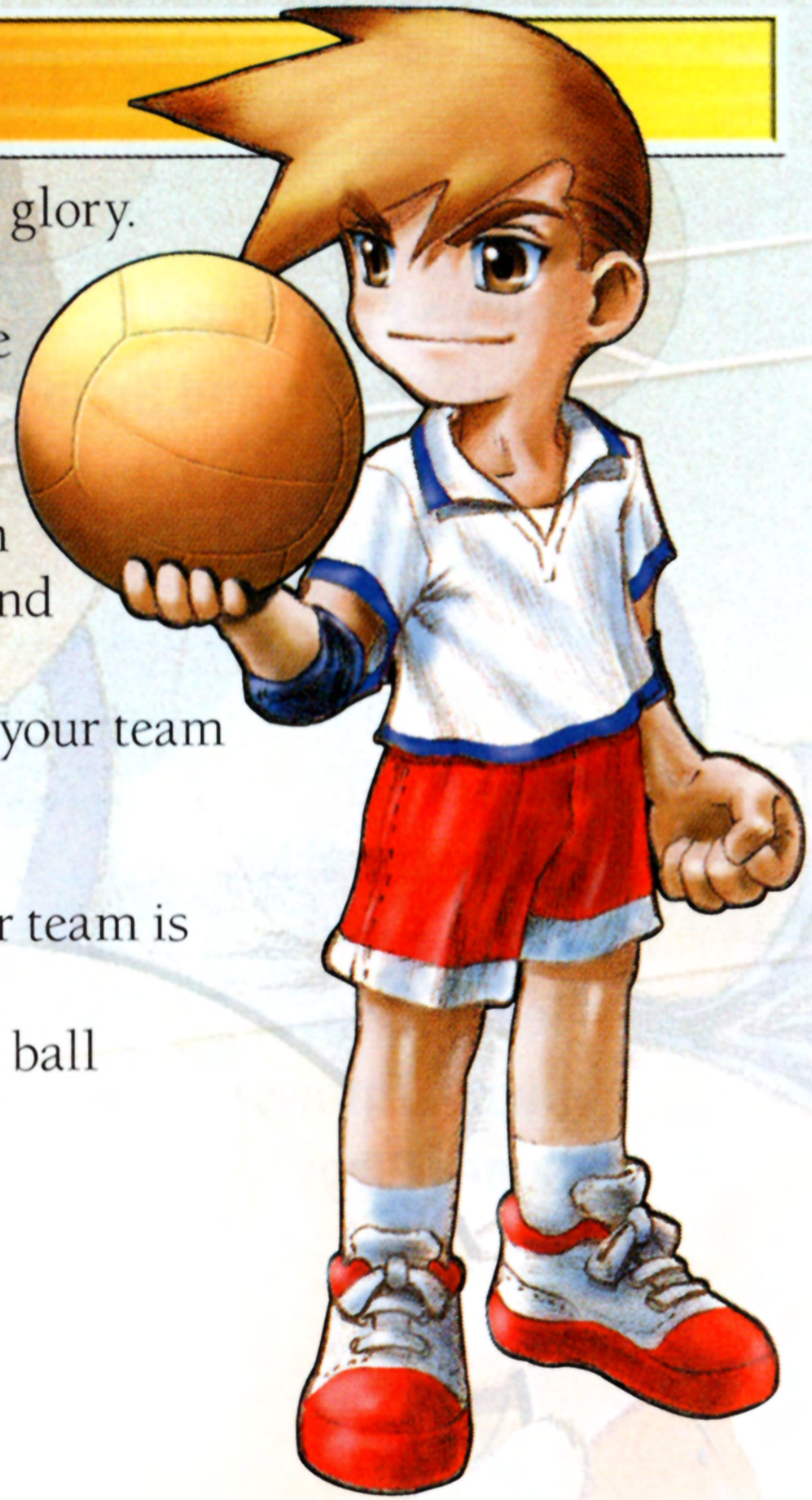
Story

It is a time when dodge ball is at the peak of its glory.
The dream to become a professional dodge ball player is just as popular as the dream to become any other kind of athlete.

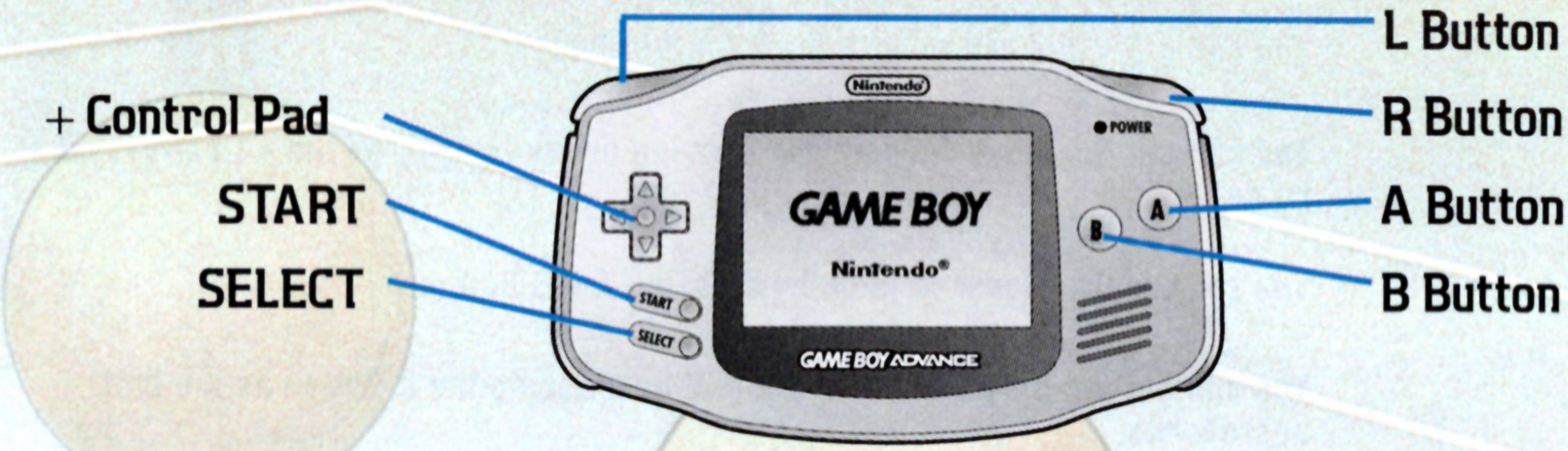
Only the best teams from around the world can participate in the championship tournament and compete to become the world's No. 1 team.
How far in the championship tournament can your team go?

The Dream Teams are only available when your team is ranked No. 1 after winning the tournament.
Do you have what it takes to become the dodge ball champion?

Let's play!



Button Functions



Button	Menu Screen	During game play	
		Offense	Defense
+ Control Pad	Move Cursor	Move player, Dash	
A Button	Confirm	Pass	Dodge
B Button	Cancel	Throw	Catch
START		Pause game	
SELECT		Switch between players	
L Button		Dashing attack	
R Button		Select Target	Not used
A + B Button		Jump	

Basic Action and Button Controls

MOVE — You can move the player with the + Control Pad.

DASH — You can get the player to dash by pressing either ◀ or ▶ on the + Control Pad twice.

JUMP — You can get the player to jump by pressing A + B Button.

CATCH — You can get the player to catch the ball by pressing the B Button as the ball approaches.

DODGE — You can get the player to dodge the ball by pressing the A Button as the ball approaches.

PASS — You can pass the ball to another teammate by pressing the A Button. By using the + Control Pad, you can control the direction of the pass.

THROW — You can throw the ball by pressing the B Button. You can control the direction of the throw by using + Control Pad.

DASH JUMP — You can execute a dash jump by pressing the A + B Button while dashing.

JUMP PASS — You can execute a jump pass by pressing the A Button while jumping.

DASH THROW — You can execute a dash throw by pressing the B Button while dashing.

JUMP THROW — You can execute a jump throw by pressing the B Button while jumping.

SUPER THROW (Dash) — Press the B Button on the 3rd step after you begin dashing.

SUPER THROW (Jump) — Press the B Button at the peak of a Dash Jump.

SUPER PASS — Press the A Button on the 3rd step after you begin dashing. After the pass is made, the player catching the ball can execute a Super Throw.

SUPER FLIP — You can get the player to flip forward by pressing the A + B Button at the peak of a Dash Jump. While the player is doing a Super Flip, he can execute a Super Throw by pressing either the A or B Button before he lands.

Dashing Attack

You can get the players inside the court to Dash Jump toward the centerline by pressing the L Button. (Up to 3 players at a time.) A variety of tactics becomes available using the Dashing Attack. See page 27 for some examples.

Title Screen

When you press START on the Title Screen, you will go into the Data Select Screen. There are 3 Data Files to choose from. As you proceed with game play, your information will be saved in the selected Data File. After you select the Data File to be used, the game will go to the Mode Select Screen.



Game Rules

Each infield player has a set amount of health points that diminishes according to the amount of damage taken from an opponent's attack. When a player's health points reach zero, that player can no longer continue. When all the infield players of either team are out of the game, the game is over.

Each team consists of 7 players - 4 infield players and 3 outfield players. The outfield players do not receive damage.



Menu Screen

Mode Select

There are 6 Game Modes to select from. (See page 13 for the description of each Mode.)



Strategy Screen

You can set the Starting Line-up and the characteristics of each player, change the court surface and also change the player names and team names.

POSITION	Switch the players' positions
FORMATION	Change the team formation
COURT	Change the court surface
DATA	View the characteristics of each player
PLAYER NAME	Change the names of the players
TEAM NAME	Change the names of the teams



About court surfaces

Each location has courts with different characteristics. You can turn these characteristics on and off.

* You cannot change court surfaces in the Championship mode.

GREEN	Normal Court
BLUE	Icy Court
RED	Slippery Court
YELLOW	Bouncy Court
PURPLE	Super Bouncy Court

Game Match Screen

The user's team is located on the left side of the court (except during Versus Mode).

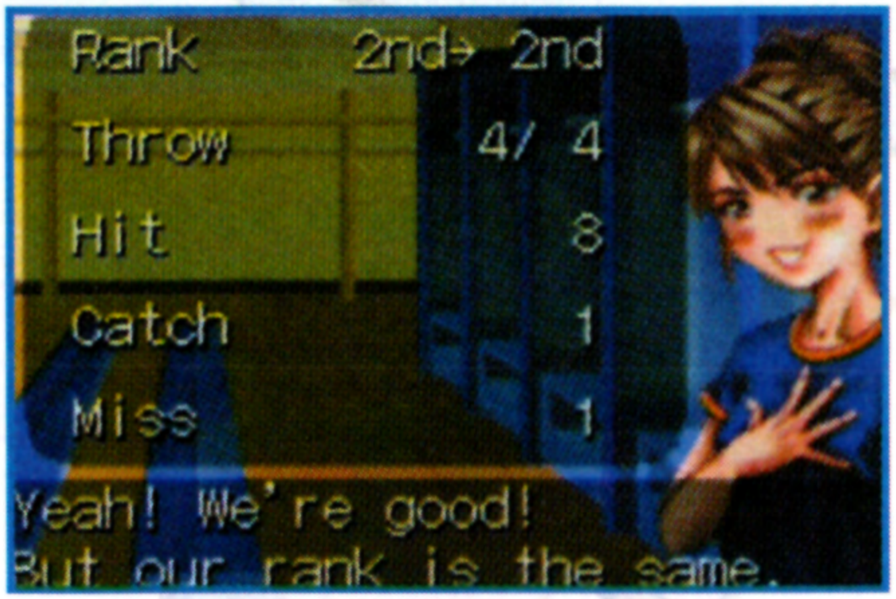






Post Game Screen

The Post Game Screen (shown below) appears after the match.



Game Modes

Championship

The goal of the Championship Mode is to win the tournament against teams from around the world and become the No. 1 team. When you are ranked No.1, stronger teams will challenge you. They are called Dream Teams. Who are the Dream Teams? What will happen when you defeat them?

Flow of the Championship

1) Your team manager will introduce herself and explain what the goal of the Championship is.



2) You will then select a country your team will represent.







3) You can move the Cursor from country to country using the ◀ and ▶ on the + Control Pad. Select the country you want your team to represent.



4) After you have selected your country, the Championship Tournament will start. Select a team to play against. You can switch between the two ranking screens by using the ◀ and ▶ on the + Control Pad.



5) After you select the team to play against, you will be taken to the Strategy Screen. You can change the various settings of each player and choose their starting position.



6) When you finish setting up your team, you are ready to start the game. Good luck!!



- You will go up in rank when you win against a team with a higher ranking.
- The game data will be saved automatically after the Game Result Screen, Configuration Screen, and Initialization Screen.

Exhibition

In the Exhibition Mode, you can select any team you would like to play against. There are no restrictions for which teams can be selected. When you win against a Dream Team in the Championship Mode, more teams are added for selection.





Versus Mode

You can play the game with a friend in the Versus Mode using the Game Boy® Advance Game Link® cable (Sold separately). You and your friend can both select any team of your choice.

***Both players should select Versus on the Game Mode Select Screen.**









Config (Setting)

You can change the difficulty of the game, defensive strength, offensive strength, mobility, and super throw. These can be adjusted according to your skill level.



DIFFICULTY

You can change the difficulty of the game.
1 ball = Easiest
5 balls = Hardest

OFFENSE POWER

You can adjust the Ball Power, Ball Speed and Curve for all teams.

MOBILITY

You can adjust the Agility, Jump,and Will Power for all teams.

DEFENSE POWER

You can adjust the Catch, Dodge and Toughness of all teams.

SUPER THROW

You can adjust the ease of performing a Super Throw.

Initialize

You can initialize the save data, settings, the strength of the CPU, etc.



NAME

Return to the default names.

CPU STRENGTH

The CPU becomes stronger as you play the game longer. You can reset the strength of the computer.

A.I.

The A.I. (Artificial Intelligence) becomes smarter the longer you play. You can reset the A.I. of the computer.

CHAMPIONSHIP

You can reset the Championship Data.

ALL

You can reset all the data.

Exit

You can end the game and go back to the Title Screen.

Formations

You can change a player's position with [POSITION] on the Strategy Screen before the match. You can also change the starting formation with [FORMATION]. There are 5 types of formations that you can select. Choose your formation depending on your strengths and/or your opponent's abilities.

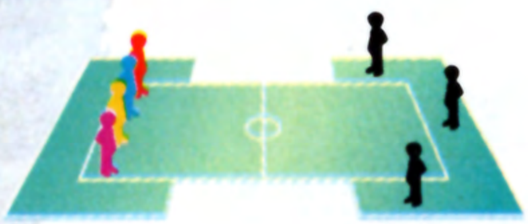


Basic Formation



The most basic formation has 2 defensive players in the front and 2 offensive players in the back.

Retreat Formation



A defensive formation where all players are positioned on the back line .

Machinegun Formation



A formation where the fourth player is the center of Offense and Defense.

Advanced Formation



An aggressive formation where players with high Stamina are positioned in front for maximum offensive capability.

Cannon Formation



A formation with 3 defensive players for catching the ball and 1 power thrower to attack.

Player Data

There are 10 attributes given to each player. A larger number represents higher skill. ***You can view the player's attributes on the Strategy Screen before the match.**



Throw Power	**Strength of a throw**
Throw Speed	**Speed of the ball**
Throw Control	**Controlling the curve of the ball**
Agility	**Player speed**
Jump	**Player's jumping ability**
Catch	**Ability to catch an opponent's ball**
Dodge	**Ability to dodge an opponent's ball**
Toughness	**Defensive ability when hit by a ball**
Will Power	**Ability to recover after being hit by a ball**
Stamina	**The total number of health points of a player**



Characters

Ken

[Main Character/ Captain of the player team]

He is a passionate and fearless dodge ball player. When he gets too excited, he may say things that don't make sense, but has a good heart. He has the ability to lead his team to the Championship tournament. He is still learning but he certainly has the potential to become a great player.



Steve

[USA Braves]



Sara

[Manager of the player team]



Todd & Ted

[Australia Stars]



Team Profiles

Here are the profiles of all the teams in the game.



Player team HEROES

This is your team! It's a team with good team work with Ken as the captain. How good is this team? It's all up to YOU!

Player Name

Ken (Captain)
Tom
Paul
Ben
Neal
Fred
David
Jack







CHINA DRAGONS

National Team of China

This team does not have any outstanding plays but their balanced team follows the basics of dodge ball.

Player Name

Lee (Captain)
Chen
Lian
Chao
Wang
Tsai
Mao
Dung



ENGLAND KNIGHTS

National Team of England

James, Harry, Scott and Goaty are brothers and their team coordination is outstanding.

Player Name

James (Captain)
Harry
Scott
Henry
Roger
Peter
Cliff
Goaty



USA BRAVES

National Team of USA

This is a very strong-willed team. This team has the potential to go all the way to the top.

Player Name

Sam (Captain)
John
Mike
Randy
Bill
Steve
Jim
Dick



AUSTRALIA STARS

National Team of Australia

The players on this team are popular among girls for their good looks. Chad can catch just about anything.

Player Name

Chad (Captain)
Will
Miles
Todd
Bobby
Colin
Ted
Dude



RUSSIA BEARS

National Team of Australia

The captain of this team, Boris, is an outstanding player but the other players need some improvement.

Player Name

Boris (Captain)
Ivan
Vlade
Pavel
Igor
Andre
Volf
Yakov



HOLLAND ANGELS

National Team of Holland

A team with very high stamina. This team can take a beating!

Player Name

Dirk (Captain)
Franz
Gino
Hank
Fritz
Johann
Rolf
Der



JAPAN NINJAS

National Team of Japan

Their acrobatic style of play reminds you of a ninja.

Player Name

Fuji (Captain)
Sato
Honda
Aoki
Oda
Hino
Inoki
Hori
Baba



CANADA FOXES

National Team of Canada

Their wild style of play can get them into trouble but they usually get the job done.

Player Name

Roy (Captain)
Sid
Troy
Lyle
Clark
Bruce
Ray
Gage



KOREA BOMBERS

National Team of Korea

This team is rich with tradition. Many great players have come out of this team. Li's super throw is awesome!

Player Name

Li (Captain)
Chung
Han
Kim
Pak
Choi
Soo
Rhee

DREAM TEAM

Nobody knows who the Dream Teams are, but you can be sure that they'll be tough. You get to challenge these teams only when your team is ranked No. 1 in the Championship Mode. Can you take your team all the way?

***There is a rumor that there are more mysterious teams... It's up to YOU to find out.**

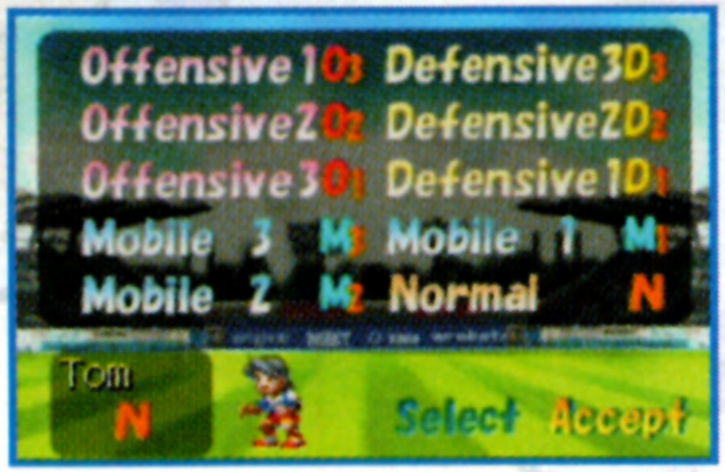
Team/Player Settings

You can change the characteristics of the players on your team.

(1) Select the [Style] on the Strategy Screen.



(2) Select the style you want for that player with [Select] and confirm with [Accept].



***There are 3 styles to choose for each player; [Offense], [Defense] and [Mobility]. Only 1 style can be assigned to a player so you need to balance your team. You can change the player characteristics strategically according to your opponents. By doing this, you can customize your own team!**

Super Throws

There are 50 Super Throws in the game. Here are some of them.

MACH THROW



A super high speed ball.

WIDE SHOT



The ball multiplies in 7 and covers a wide range of space. To catch or not to catch...?

SURPRISER



It looks as if it is a pass but surprisingly, it quickly changes into a Super Throw.

PLAGUE SHOT



A countless number of balls cover the player and they inflate as if they are sucking health points out of the player. A very powerful throw.

FUNKY THROW



A very unpredictable throw that can throw your opponent's timing off. Your opponent will have a difficult time catching this throw.

SEVEN WAY



The ball splits into seven separate balls and flies around the court with unpredictable movement.

List of all the Super Throws

1 MACH THROW
2 COMPRESSOR
3 WIDE SHOT
4 ACCEL SHOT
5 SNAKE SHOT
6 LIGHTNING
7 PIERCE SHOT
8 GUIDED SHOT
9 RISING SHOT
10 SPIRAL SHOT
11 SNAIL THROW
12 BOOMERANG
13 HEAT SEEKER
14 DIVE SHOT
15 WARP THROW
16 SWEEP SHOT
17 FUNKY THROW
18 SHAPE SHIFT
19 PISTON SHOT
20 PAUSE SHOT
21 DIZZY THROW
22 INSECT SHOT
23 Z ATTACK
24 STAR SHOT
25 SURPRISER
26 RETURN SHOT
27 EXPAND SHOT
28 POWER THROW
29 GRAVITY HIT
30 BEHIND SHOT
31 GAMBLE SHOT
32 CHAIN SHOT
33 WHIRLWIND
34 MOLE THROW
35 ROULETTE
36 METEOR SHOT
37 PLAGUE SHOT
38 SPLIT THROW
39 TWIN SHOT
40 EXPLOSION
41 SATELLITE
42 LOOP THROW
43 SIDEWINDER
44 HAILSTORM
45 TRIPLESHOT
46 TORNADO
47 SEVEN WAY
48 MULTI THROW
49 RANDOM SHOT
50 COPY THROW

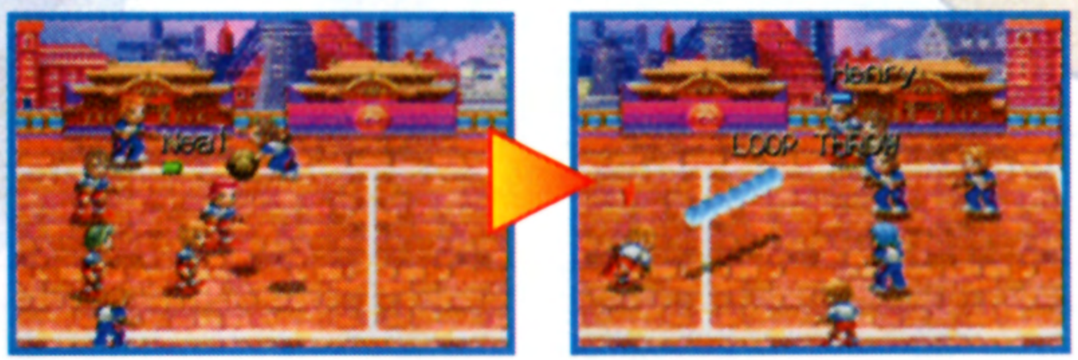
Super Plays

There are a countless number of combination plays that are possible using different techniques.

Here are some examples.

Quick Attack

Immediately after catching the ball, start a Dashing Attack.Pass the ball to the player running, and then throw the ball. If the pass is timed correctly, this maneuver will conclude with a Super Throw.



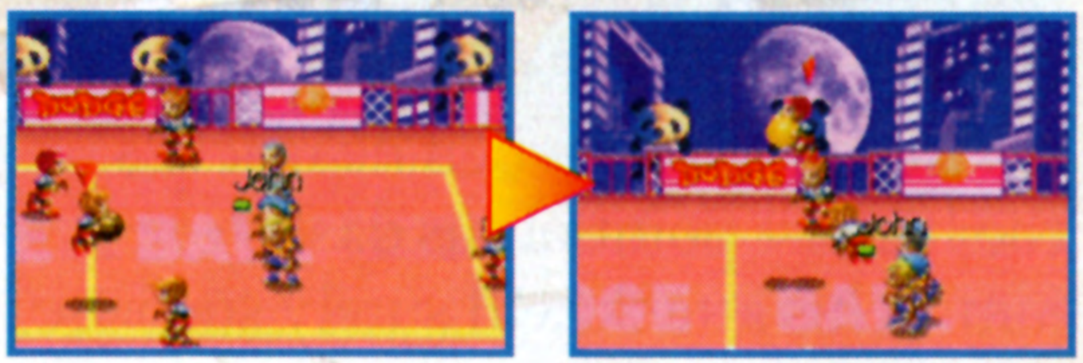
Super Quick Attack

Immediately after your opponent's throw(before you catch it), start a Dashing Attack. And then pass the ball to the player when he reaches the highest point of his dash-jump.This attack will surely surprise the opponents.



Wide Attack

Initiate a Dash Attack and have your own player dash-jump parallel to that player on the opposite side of the court. Pass the ball to the other player while both of you are in mid-air to perform a Wide Attack.



Out-In Attack

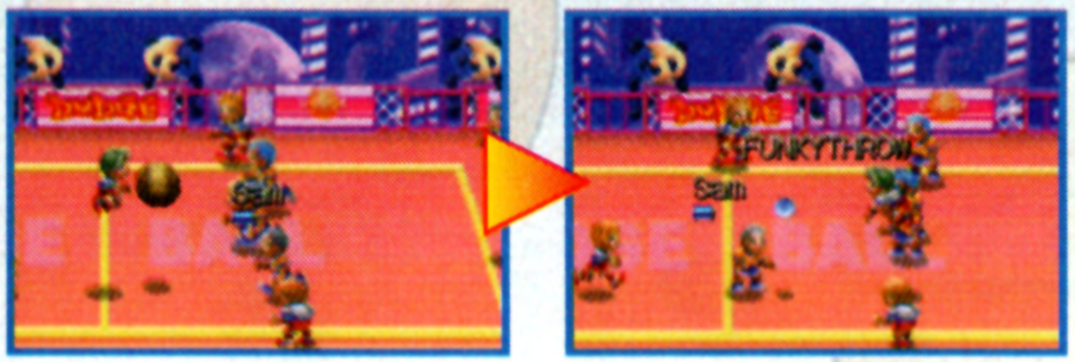
While distracting the opponents by passing the ball among the players in the outfield, start a Dashing Attack. And then, pass the ball to that player for a surprise attack.



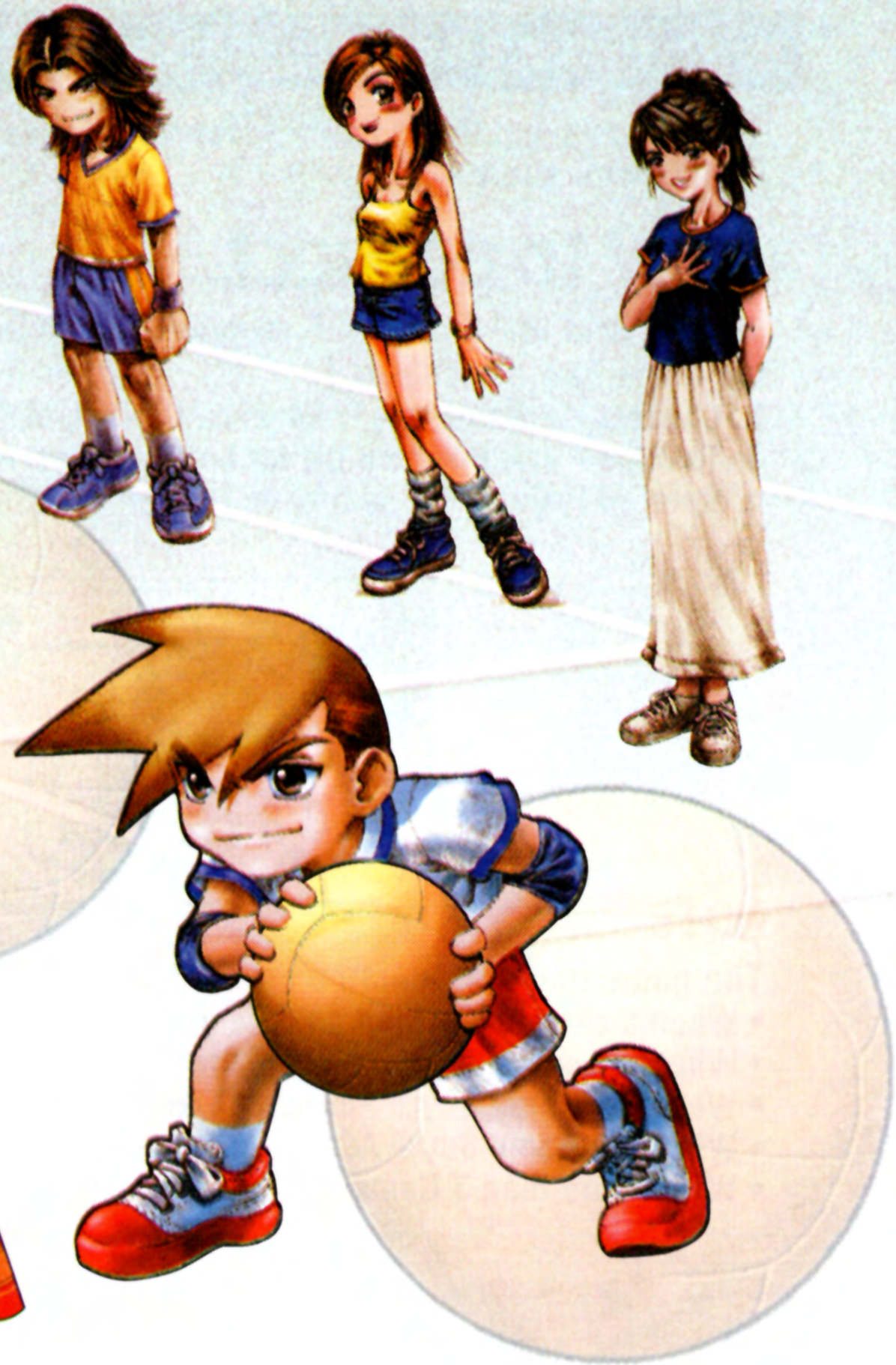


Cross Attack

Perform a Dash Attack and then pass the ball to that player after he jumps over the center line. Several different kinds of combination plays can be performed this way.



There are many more combination plays for you to discover. Be creative and show off your moves!



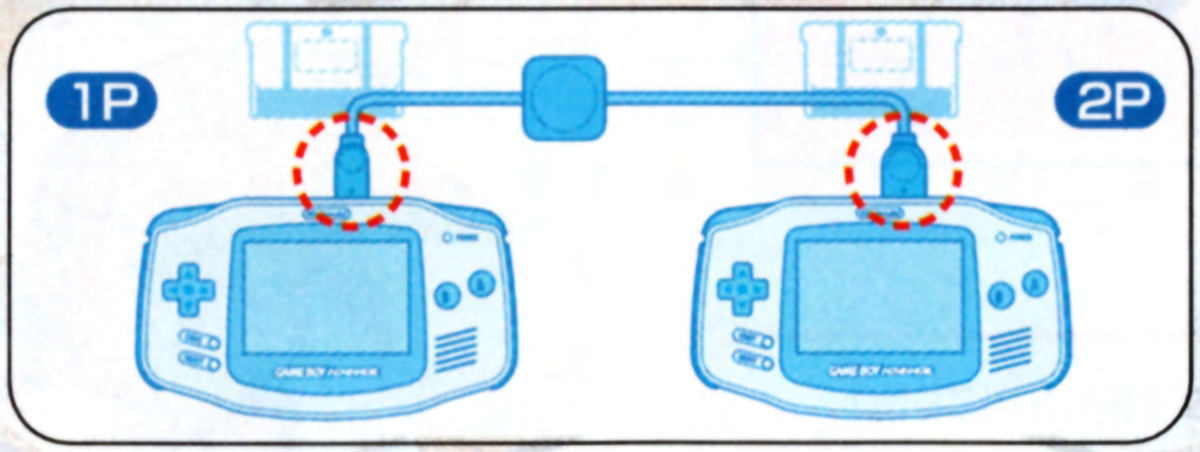
How to connect 2 Game Boy® Advance systems using the Game Boy® Advance Game Link® cable

* What you need: Game Boy® Advance - 2, "Super Dodge Ball Advance" Game Pak - 2, Game Boy® Advance Game Link® cable - 1

How to connect

1. Make sure that the POWER switches of both Game Boy® Advance systems are turned OFF. Then, insert the Game Pak in each unit.
2. Connect the Game Boy® Advance Game Link® cable to the socket on each system.
3. Turn the POWER switch ON for both systems.
4. Refer to Page 15 for setting up the versus mode.

*Player 1 is the system with the smaller plug. (See below)



NOTE

The game may not function correctly or the Versus Mode may not function in the following cases.

- When a cable other than an official Game Boy® Adavance Game Link® cable is being used.
- When the cable is not connected firmly into the sockets.
- When the Game Boy® Adavance Game Link® cable is either pulled out or inserted during a versus game.
- When the Game Boy® Adavance Game Link® cable is connected to the Junction Box.
- When more than 3 Game Boy® Advance systems are connected.

LIMMITED WARRANTY

ATLUS warrants the original purchaser of this ATLUS product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. ATLUS agrees for a period of ninety (90) days to either repair or replace, at its option, the ATLUS product. You must call (949) 788-0353 to receive instructions to obtain repair/replacement services.

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Repair/Service After Expiration of Warranty

If your ATLUS product requires repair after expiration of the 90-day Limited Warranty Period, you, may contact the Customer Service Department at the number listed above. You will be advised of the estimated cost of repair and the shipping instructions.

ATLUS Customer Service Department/Technical Support Line (949) 788-0353

Call this number for help in installing or operating our products or for general product questions. Representatives are available Monday - Friday, 9:00 am to 5:30 pm Pacific Time.

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